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HOPSON
ON
AUCTION

The New Count "Royals"



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HOPSON ON AUCTION

By

FRANCIS JOHNSTONE HOPSON
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The New Count "Royals"

Together with the Rules of Auction Bridge as adopted by The Whist Club of New York, and published through the courtesy of The Whist Club.

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THIS BOOK IS DEDICATED TO
MRS. T. CHARLES FARRELLY
OF NEW YORK
WHO IS IN MY OPINION THE BEST PLAYER OF AUCTION
BRIDGE OF THE MANY WOMEN WITH WHOM I HAVE
HAD THE PLEASURE OF PLAYING

PREFACE.

THERE are very few first-class players of Auction Bridge. There is a large number of good second-class players, but the vast majority grade from poor to very poor. Beginners generally play a thoughtful game, but they are apt to do their thinking after the hand has been played.

The average player, with commendable enthusiasm, buys a set of rules but lays them aside to be studied at some future time. The result is that he learns the rules of Auction Bridge by violating them at considerable expense to himself and his unfortunate partner. This ignorance of the rules is general

among players of the game and is doubly unfortunate, because it leads to a violation of the rules and also to a failure to take advantage of violations on the part of opponents. As an illustration, nine out of ten players do not know what constitutes an established revoke and the different penalties that may be exacted.

In this book I have purposely omitted illustrative hands, believing that it is better to acquire a knowledge of the fundamental principles of the game and to discover by actual play the hands that illustrate those principles. It is also true that the same hand should be bid in a different manner at different times, with reference to the score.

It can not be impressed upon the reader too strongly that the first and

most important feature of Auction Bridge is a knowledge of the rules, and the practice of their application. This means that you must be prepared to exact any penalty which your opponents incur.

The rules of The Whist Club of New York are recognized as official for the United States and are printed in this book by permission of The Whist Club.

CONTENTS

	PAGE
PREFACE	v
THE NEW COUNT	1
THE DEALER'S BID	4
THE SECOND BIDDER	10
THE THIRD BIDDER	13
THE FOURTH BIDDER	20
DOUBLING AND RE-DOUBLING	22
THE DISCARD	25
THE "COME ALONG" CARD	29
THE PERSONAL EQUATION	31
THE LUCK OF THE GAME	39
THE LAWS OF AUCTION BRIDGE AS ADOPTED BY THE WHIST CLUB	43
ETIQUETTE OF AUCTION BRIDGE	84

THE NEW COUNT.

THE new count which is being played at The Whist Club of New York, but which may be modified at some future time, is as follows:

Spades.....	2	Hearts.....	8
Clubs.....	6	Royal Spades...	9
Diamonds.....	7	No-trump.....	10

The rules of the game as published in this book by permission of The Whist Club of New York govern the new count exactly as the old. The effect of the new count is to make more even the status of the players, as it discriminates against the skill of the best. It also tends to give more of the gambling ele-

ment to the game than was possessed by the old count.

No original bid is now given as an invitation, but is simply intended as informative. The game of Auction Bridge is in a formative state, but the new count is such an improvement that the old count is doomed, and the method of counting given above or some modification will be adopted in the final evolution of the game.

The most obvious effect of the new count is to take away the tremendous sledge-hammer power of the no-trump make, although still allowing it to count three for game; and the placing of the black suits on a closer equality with the red. The chief result that has followed and the danger that is most to be guarded against is the over-bidding of the

different suits. This fault is apparent in good players as well as in poor, and resembles closely the same fault that was observed when the change was made from Bridge to Auction Bridge.

THE DEALER'S BID.

“Know the Score.”

SOME good players claim that the deal is not an advantage and is in fact a positive disadvantage, because the dealer is forced to make some bid and thereby disclose the condition of his hand. I have played with many men and have never heard one complain because he had the deal. As a matter of fact the deal is of distinct advantage, because it enables you to give immediate information to your partner of the condition of your hand. The whole science of bidding consists in giving accurate information. It is essential, therefore,

that the original bid should convey as nearly as possible exact information and under no circumstances should it give misinformation. While the power of the no-trump has been reduced, it still continues to be the most important suit, and it is the only one in which game can be made with three odd tricks. Therefore if you have a no-trump bid, however weak, it enables you to anticipate a no-trump declaration of the second hand, and it is well known that the player of a no-trump has a decided advantage against a hand equally as good as his own. While a no-trump bid is not so apt to hold under the new count, still it occasionally does, and in any event you convey that much information to your partner.

The bid of one spade means just one

thing. It does not mean strength in spades, and it does not mean an abnormally weak hand. It means simply that in the judgment of the dealer his hand does not warrant an initial bid higher than one spade. He may have a fairly good hand, but without sufficient strength to bid a no-trump or any other suit. On the contrary, he may not have in his hand a single spade. For example, if he finds that his hand contains the jack and 4 small diamonds, the jack and 3 small hearts, and 4 small clubs, he must bid one spade although there is not a single spade in his hand; because any other bid will convey erroneous information to his partner. The dealer should never bid to make *one* in any suit except spades unless he holds the ace *or* king of the suit bid. If your

suit is headed by the king, then the queen should go with it. He must also have sufficient honors and length to warrant his partner in going to no-trump with the expectation of making two tricks in the suit bid. Never bid to make *one* in any suit headed by the queen no matter what the length may be. There is no original bid in Auction so bad as an initial bid by the dealer to make one odd in any suit other than spades, headed by the queen or some lower card. The main point to be emphasized is that you must have two quick tricks with outside support to bid to make one odd in any suit. For example, ace, king, and two small cards with outside support is a sound declaration.

Holding six or seven cards headed by

the queen or jack in royals or hearts, together with outside strength such as an ace and king, bid to make *two*. This bid of two tells your partner that you have the combination described above, or else that you are bidding on a long high suit. Should your partner go to two no-trumps you must be prepared to bid three of your suit, and it is his business then to leave you with the bid. If you bid to make two in diamonds or clubs, you must have a long high suit; if in clubs, with ace, king, queen, and other small cards, together with an outside ace for a re-entry. The reason why this two bid on long low suits is confined to royals and hearts is because it is an aggressive bid made for the purpose of going game. The reason this bid is not made in diamonds or clubs is because it requires

5 odd to go game in those suits, whereas it only requires 4 in royals or hearts. Having long low suits in diamonds or clubs, you will probably have an opportunity to bid on either of those suits if your partner's bid or your opponent's bid should warrant.

The dealer must understand distinctly that his bid is simply informative. For example, a bid of two spades would indicate a short high suit in spades together with outside strength. Of course, it is for his partner to determine, on the information supplied, whether his hand warrants a no-trump declaration or a bid in royals. Always remember that it requires only one trick more in royals or hearts to go game than it does in no-trump.

THE SECOND BIDDER.

“Know the Score.”

THE bid of the second hand is largely affected by the dealer's bid. Should he bid one spade, it may be of advantage for you to double his one spade bid on short high black cards together with some outside strength, in order to inform your partner of the condition of your hand. Never bid two spades over a one spade bid, as it may place you in a bad position, whereas you can convey to your partner the information you wish by doubling the dealer's one spade bid. If the dealer bids one spade and you have in your hand a good bid, declare

it. Do not sit still with a good hand in order to put the third bidder in an awkward position, as he is likely to make some declaration that will put you in an awkward position before you have informed your partner of the condition of your hand.

The no-trump bid is still, of course, the best declaration possible, but do not make the mistake of passing when you have a sound declaration in your hand. Should the dealer's bid suit your hand leave him in without doubling, unless by doubling you can show your partner that he may go safely to no-trumps so far as that suit is concerned, but where you have nothing else in your hand other than suit bid, sit tight and do not bid and do not double. It is almost always dangerous to double one no-trump,

because your adversaries are quite certain to shift to some strong suit, whereas by keeping still the declaration may hold at one no-trump and you may be able to put them down. On a no-trump bid by the dealer, it is advisable to bid two in some other suit if you are quite certain that you can make two, and also that you have a sufficiently strong hand to prevent your adversaries' shifting to some other declaration.

THE THIRD BIDDER.

“Know the Score.”

THE third bidder is in a position to do any one of several things. He can increase his partner's bid, providing the second bidder has made a higher declaration, or he can bid a suit of his own, or he can double the second bidder's declaration, or he can pass.

If his partner has bid one no-trump and the second bidder has shifted to some other suit, it may be advisable to double the second bid rather than to bid two no-trumps; the option depending entirely upon his own hand and his knowledge of the second bidder's per-

sonal characteristics. Where his partner has bid to make one in some suit, it is often better to over-bid with a no-trump or a stronger suit in which it will be easier to go game, but if his partner holds to his original bid it is usually best to leave him with it. Of course, certain unusual situations arise which can hardly be governed by any general rules. For example, I once made an original bid of two royals on a long high suit with fairly good outside support. The player on my left passed and my partner bid three diamonds, the fourth player passed and I found myself without a diamond in my hand and under the circumstances it seemed advisable for me to bid three royals, which I did. My partner then proceeded to bid five diamonds, which stopped my bidding, as it was evident

that there was some extraordinary reason for the five-diamond bid which rendered it inadvisable for me to bid four royals. When the hand was played out, it developed that my partner held eleven diamonds headed by the five honors.

Should your partner bid one spade and the second player pass, do not take him out on a poor hand, because his loss in penalties is limited to 100, and by taking him out you simply make yourself liable for a greater loss.

The most important bid by the third player comes when your partner has started with a declaration of one no-trump and you hold in your hand nothing of value, practically, except a long low suit such as queen, jack, 10, and two others, or jack, 10, 9, and three others, in which case you must bid two in that suit,

provided it be royals, hearts, or diamonds. This tells your partner plainly that your hand is of no possible assistance to his no-trump and it is his business to let your bid hold unless his no-trump is so powerful that he does not require any support from your hand. In theory there is no reason why the same bid should not be made in clubs under similar conditions, but in practice you will find that your partner will construe such a bid to indicate a long high suit in clubs, and may go to two no-trumps. If your hand is worse than those described above, leave his no-trump alone, as you can not support it in any event and will probably increase any loss that might result in having it played as a no-trump.

If your partner makes a declaration which is over-bid, you should not support

his bid unless you can see *two tricks* for him in your hand. Remember that a missing suit is worth something; its value depending on your holding trumps, and remember always that you must not support your partner's bid on trumps alone. He has the trumps; what he wants is outside tricks. You should have some trumps because his hand does not hold more than five in all probability, but having a number of trumps with little outside strength you should be extremely careful about the support you give his hand. It is not essential that you should be able to stop your opponent's suit in order to support your partner when his no-trump bid has been over-bid, but in that event you must have strong high protection in the other suits. With his no-trump over-bid by

some other suit in which you are extremely weak, it is often better to shift to some suit in which you are fairly strong, as his no-trump declaration indicates strong assistance to your bid. It is often advisable for the third player to bid one no-trump over his partner's suit, but if his partner holds to his original suit the third player must abide by his decision. This over-bidding one's partner is purely informative, as all the bids in Auction should be, and it is often of the utmost value, because the second bidder may count on finding strong support in the hand making the first declaration. When the second player has made a declaration, it is not always advisable to out-bid him, even though your hand may seem to warrant it. It may be that your bid would force the player on

your left to a stronger declaration, and this you must determine from your partner's original bid, from your own hand, and especially from the condition of the score. On an original no-trump declaration by your partner, it is frequently better to double the second player's bid than to go to two no-trumps, should your hand warrant a double, because it is highly probable that the second player is trying simply to increase the obligation of the one no-trump declaration.

THE FOURTH BIDDER.

“Know the Score.”

THE bid of the fourth hand is governed by the principles laid down for the bid of the third hand, except that the fourth player has of necessity more information on which he is able to base his declaration. It is generally well to over-bid the declaration of an opponent if you can do so with safety, but it is not sound Auction, as a rule, to over-bid solely for the purpose of forcing your opponents to increase their contract. In fact the most scientific feature of Auction is the acquirement of a sound knowledge of when to take risks and when to be con-

servative. Undoubtedly, the best call with which to over-bid a suit declaration is the bid of no-trump, but here again the right time for such a declaration can be determined only by the sound judgment of an experienced player. Where the dealer has bid a no-trump, it is often of the utmost importance for the fourth player to bid some suit in order to show his partner what to lead.

DOUBLING AND RE-DOUBLING.

GENERALLY speaking there are two objects in bidding. One is to go game and the other is to bid your opponents up to a point at which you can double their declaration. A special feature of doubling is to convey information to your partner, as when you double an original bid of one club so that he may feel justified in going to no-trump with the assurance that you can take care of the club suit. There is also what is known as a "free double." This arises where your opponents' bid will give them game should they make their contract, and where your double does not effect their going game. Be especially

careful about doubling where your opponents will not go game, unless they make more tricks than their bid requires. It is seldom advisable to double a bid of one, especially where you have the suit bid well covered, with nothing else in your hand. A double may drive your opponents to some suit without benefiting in any way your partner's hand. If you have been doubled, be extremely cautious about re-doubling, because that may drive your opponents to some other suit in which you will be defeated.

When your partner's bid has been doubled, take him out if you can with safety, but be very careful about increasing the size of your contract by bidding in some lower suit. It is often advisable to take your partner out of a double when you can do so by decreas-

ing the size of your contract by bidding on some suit of a higher value. It is often better to double your opponent's bid when you lack tricks in the suit bid but have high outside cards. This is especially true if your opponent's bid has been supported by his partner, as that indicates a division of trumps between their two hands and gives your high cards a better chance of making. If your partner's bid is doubled, do not be over-anxious to take him out, unless you are quite sure that the shift will not involve a heavier loss, as it is possible that he is quite willing to play his hand with the bid doubled.

THE DISCARD.

THE history of the discard is interesting, and gives in itself an illustration of the method by which the game has been developed. In Bridge the first discard adopted was the strength discard, the idea being to direct your partner's attention to your strongest suit. Continued play convinced the best players that this method was faulty, as it weakened the strength of your long suit without compensating advantage, so that the strength discard was abandoned and the discard from weakness was adopted as being better.

Neither of these discards was entirely satisfactory, for the reason that it was

often desirable to show your partner your strong suit without delay, whereas if you had but one discard and discarded from a weak suit, it left two suits from which to select.

As a result, there was finally evolved a method of discard which is now in universal use among good players. To show strength a high card, generally speaking seven or a higher card, is played, and to indicate weakness some card below seven. Of course, if a lower card than seven is discarded and followed by one still lower in the same suit, that would indicate strength, just as a high card followed by one higher in the same suit would indicate weakness.

If there is opportunity for two discards, then a low card from each of the two suits would indicate the third, but

if there is opportunity for only one discard, it is of great importance to be able to show strength.

The present discard is of especial advantage when your opponent is running down a long suit on no-trump, because so soon as you discover which of the two remaining suits your partner will protect, you can then discard that suit and hold the other. This is predicted on the natural assumption that the leader has indicated his strong suit in the opening lead, or else has opened his partner's suit.

Analogous to the discard is the play of cards in following suit, where you play a high followed by a low card to show that you can trump or take the third lead.

Where you play two cards for the pur-

pose of showing your partner that you can trump the third lead there is one point to observe. That is, that where one of your two cards is an honor you must play the low card first, because if you play the honor first your partner may think it a singleton and lead for an immediate ruff, instead of playing his other taking card first.

THE “COME-ALONG” CARD.

THE play of this card is founded on the theory of the discard (see chapter on the discard), but occurs when following suit to the card led. If your partner leads a high card such as a king or ace and your first card played is low, it shows him that the suit led is not of especial value to your hand, whereas, if your first card played is high, it shows that you wish him to continue with the suit. This is of especial advantage in the play of a no-trump hand when your partner, having the lead, is hunting for your strong suit. In that case, if he leads an ace and you follow with a high card, he

will continue to lead that suit; whereas if you follow with a low card, he will shift to some other suit in the hope of finding your strength.

THE PERSONAL EQUATION.

IF the best player in the world were to go into a club of which he was not a member and play Auction Bridge with men who were accustomed to playing with one another and with whom he had never played, he would be at a decided disadvantage until he became accustomed to the personal peculiarities of the individual players. The human element and a thorough knowledge of the characteristics of individual players is of more importance in the playing of Auction Bridge than in any other card game, not even excepting Poker.

The student of human nature quickly learns whether a player is too sanguine

or ultra-conservative, whether his bids are risky, or whether they can be relied upon. The majority of players have certain set and fixed rules of play from which they do not vary; they will, for example, always make conservative bids, providing they have the proper support. On the other hand, we find men whose original bids are extremely flimsy, who are not judicious in continuing their own bids, or supporting their partner's bids, and whose doubles usually come to grief.

A valued friend of mine, who occasionally makes an unusual play, will, if reproved by his partner, sometimes defend himself by saying, "I do not propose to allow my individuality to be stifled by conventional rules." To this answer there has as yet been found no

suitable rejoinder, and I strongly recommend it to those who find themselves in unfortunate situations. As a matter of fact, that statement is true of first-class players as well as others, but you should be certain of your rank before taking liberties with the canons and conventions of the game. Good players vary their system of bidding—never so as to deceive their partners, but to trap their adversaries. For example, a player who customarily bids the strength of his hand, or over, will become very conservative and play for a double; while, on the other hand, a conservative bidder will push his hand to the limit. The following example illustrates good Auction, but you will not find the opening put down in any text-book. To a no-trump declaration my partner opened with the

jack of diamonds. The queen was in the dummy and I held the ace, 10, 9, and 6. At a glance it was obvious that he was not leading from king, jack, 10, or jack, 10, 9, and the only conclusion was that he had nothing: he was telling me that I was to protect myself, that he could not help me, and that his lead was intended to strengthen my hand if possible. The result was that he made one trick, the 10 of clubs in his only 4-card suit, and that, profiting by his information, and playing him for nothing, I managed to pick up four tricks and we saved the game.

Every man has some special quality about his bidding, or the playing of his hand, which it is of the greatest importance for his opponents to know. With some it takes the form of losing their

nerve when a high penalty score has been established against them. By losing their nerve I mean that in place of bidding their hands conservatively they take extreme risks, in order, if possible, to win the rubber and reduce their losses. The result of excessive bidding under such conditions means invariably further doubling, and a greater loss, and a great accumulation of penalties.

In fact, the ideal position for a player of Auction Bridge is to have one game in hand, something on the second, and a good score above the line. No man can win every rubber he plays, and it is cheaper in the long run to lose inexpensive rubbers than those which run up to high figures. Some men are so risky in their original makes that when they bid

one spade it tells the observant partner that he must rely on his own hand for almost every trick for which he bids. Others are so conservative that an original bid of one no-trump should be treated with the utmost respect.

Where the question of doubling enters into the game, it is especially important that you should have a knowledge of your opponents' characteristics.

There are some men who if they have a really good suit can be induced by judicious pushing to raise their bid to a point where they can be heavily penalized. In crowding your opponents up with the intention of doubling, it is always essential to know how far they are apt to go before you find yourself in too deep water. This is where the good player takes a little extra risk solely

because of his knowledge of the personal characteristics of his opponents. There are players who double on the slightest provocation and who must be treated with the utmost respect. On the other hand, there are players who seem to get stampeded if they or their partners are doubled, and who will shift to some other suit where they can be put down for an even heavier loss. A good player who has his bid doubled is frequently willing to play the double and it is foolish for his partner to take him out, especially if he has good support in the other suits; unless, of course, he has some bid much superior.

There is one peculiarity which some good players have and which has cost them many a game and rubber, and that is the habit of worrying a poor partner.

If you have for partner one who is helplessly poor or who is only moderately good and you find him making one or more atrocious mistakes, be careful never to point them out. Leave him with as much confidence in himself as you possibly can, because once you commence to criticise his playing he is certain to go up in the air and forget everything about the game that he has ever learned. Express your appreciation of any good play that he makes whether by accident or intention, and you will be surprised to find how much better he will do than if you adopt the method of pointing out his faults.

THE LUCK OF THE GAME.

IT seems odd to introduce the subject of good luck or bad luck in a book on Auction Bridge, but experience has proved it to be a marked factor in the play of the game. In the ordinary affairs of life we observe that men have what seems to be good luck or bad luck for certain periods of time; sometimes long continued and sometimes the reverse. But in the ordinary affairs of life so many elements enter into the problem and our observation is so superficial that what seems like luck may be in reality the result of intelligent industry or the opposite.

In the play of cards, on the other hand, it will be found that luck is a well defined element which continues for longer or shorter periods, independent of the judgment or skill of the player. Conservative makes will go wrong by reason of the lack of supporting cards in the dummy, or because of some losing finesse, or for any one of a dozen reasons. The cards you hold will be much below the average, and if you have a good player for partner he will make his one costly mistake of the afternoon or evening when he is your partner. In fact everything will go against you, and this run of bad luck will continue for a matter of days, weeks, and in some cases for years. This is in accordance with the law of averages. Luck is supposed to and probably does average up in the long run.

for every man, but it does not average up every ten minutes or every half hour. When luck is running strongly in your favor you can afford to bid your hand perceptibly higher than under normal conditions, and when luck is running against you it is imperative that you make your bids much more conservative than usual. Too many players make the mistake of over-bidding their hands in a desperate attempt to recover their losses. Sit tight when your luck is bad. The men who win out at Auction are the men who have small losses and big winnings. Do not expect to win every rubber, and when you lose keep your losses as small as possible.

The purpose of this chapter is not to encourage players to crowd their good luck, because they will do that in any

event, but to impress as strongly as possible the necessity for ultra-conservatism when luck is running against you.

**The Laws of
Auction Bridge
As adopted by
The Whist Club
Also the Etiquette of the Game**

With Amendments of December, 1911

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THE LAWS
OF
AUCTION BRIDGE

THE RUBBER.

1. The partners first winning two games win the rubber. If the first two games decide the rubber, a third is not played.

SCORING.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane, slam, little slam, bonus, or undertricks.
3. Every deal is played out, and any points in excess of the thirty necessary for the game are counted.

4. When the declarer wins the number of tricks bid, each one above six counts towards the game: two points when spades are trumps, four when clubs are trumps, six when diamonds are trumps, eight when hearts are trumps, and twelve when there are no trumps.

5. Honors are ace, king, queen, knave, and ten of the trump suit; or the aces when no trump is declared.

6. Honors are credited in the honor column to the original holders, being valued as follows:

When a Trump is Declared.

3 honors held between partners equal value of 2 tricks.						
4	"	"	"	"	"	4
5	"	"	"	"	"	5
4	"	"	in 1 hand	"	"	8
4	"	"	"	5th in partner's hand	"	9
5	"	"	"	"	"	10

When No Trump is Declared.

3 aces held between partners count	30
4 " " " "	40
4 " " in one hand	100

7. Slam is made when seven by cards is scored, independently of tricks taken as penalty for the revoke; it adds forty points to the honor count.¹

8. Little slam is made when six by cards is similarly scored; it adds twenty points to the honor count.¹

9. Chicane (one hand void of trumps) is equal in value to simple honors, *i.e.*, if the partners, one of whom has chicane, score honors, it adds the value of three honors to their honor score; if the adversaries score honors, it deducts that value from theirs. Double chicane (both hands void of trumps) is equal in value

¹ Law 86 prohibits the revoking side from scoring slam or little slam.

to four honors, and that value must be deducted from the honor score of the adversaries.

10. The value of honors, slam, little slam, or chicane is not affected by doubling or re-doubling.

11. At the conclusion of a rubber the trick and honor scores of each side are added, and two hundred and fifty points added to the score of the winners. The difference between the completed scores is the number of points of the rubber.

12. A proven error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded

until a declaration has been made in the following game, or if it be the final game of the rubber, until the score has been made up and agreed upon.

CUTTING.

14. In cutting, the ace is the lowest card; as between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES.

17. The prior right of playing is with those first in the room. If there be

more than four candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed, the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer, who has choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.

20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT.

21. If, at the end of a rubber, admission be claimed by one or two candidates,

the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.¹

RIGHTS OF ENTRY.

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables, those candidates who have not played at any other table have the prior right of entry; those who have already played decide their right to admission by cutting.

¹ See Law 14 as to value of cards in cutting.

24. When one or more players belonging to another table aid in making up a new one, the new players at such table shall be the first to go out.

25. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three, appoint a substitute to play during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

27. If any one break up a table, the remaining players have a prior right at other tables.

SHUFFLING.

28. The pack must not be shuffled below the table nor so that the face of any card may be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle the cards first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last; but, should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards properly collected must be placed face downward to the left of the next dealer.

THE DEAL.

31. Each player deals in his turn; the order of dealing is to the left.

32. The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor re-cut, except as provided in Law 32.

34. Should the dealer shuffle the cards after the cut, the pack must be cut again.

35. The fifty-two cards shall be dealt face downward. The deal is not com-

pleted until the last card has been dealt.

36. There is no penalty for a misdeal. The cards must be dealt again.

A NEW DEAL,

37. There *must* be a new deal—

- a If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.
- b If, during a deal, or during the play, the pack be proven incorrect or imperfect.
- c If any card be faced in the pack or be exposed during the deal on, above, or below the table.
- d If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.
- e If the dealer deal two cards at once and then deal a third before correcting the error.

- f* If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal and before either adversary has looked at any of his cards.
- g* If the last card do not come in its regular order to the dealer.

40.* Should three players have their right number of cards, the fourth, less than thirteen and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

41. If, during the play, a pack be proven incorrect or imperfect, such proof renders the current deal void but does not affect any prior score. (See Law

* Laws 38 and 39 have been repealed.

37 b.) If, during or at the conclusion of the play, one player be found to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries' cards may be corrected before the last card is dealt, otherwise the deal must stand, and the game proceed as if the deal had been correct. A player who has looked at any of his cards may not correct such deal, nor may his partner.

43. A player can neither cut, shuffle, nor deal for his partner without the permission of his adversaries.

DECLARING TRUMPS.

44. The dealer, having examined his hand, must declare to win at least one

odd trick, either with a trump suit, or at "no-trumps."

45. After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass or to make a higher declaration, or to double the last declaration made, or to re-double a declaration which has been doubled, subject to the provisions of Law 55.

46. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration—*e.g.*, a declaration of "Two Spades" is a higher declaration than "One Club," and "Two Diamonds" is higher than "One No-Trump."

47. A player in his turn may over-bid the previous declaration any number

of times, and may also over-bid his partner, but he cannot over-bid his own declaration which has been passed by the other three players.

48. When the final declaration has been made—*i.e.*, when the last declaration has been passed by the other three players—the player who has made such declaration (or in the case where both partners have made declarations in the same suit, or of “No-Trumps,” the player who first made such declaration) shall play the combined hands of himself and of his partner, the latter becoming dummy.

49. When the player of the two hands (hereinafter termed “the declarer”) wins at least as many tricks as he declared to do, he scores the full value of the tricks won (see Laws 4 and 6).

When he fails, his adversaries score in the honor column fifty points for each under-trick—*i.e.*, each trick short of the number declared; or, if the declaration have been doubled, or re-doubled, one hundred or two hundred respectively for each such trick; neither the declarer nor his adversaries score anything towards the game.

50. The loss on the declaration of “One Spade” shall be limited to one hundred points in respect of under-tricks, whether doubled or not, unless re-doubled.

51. If a player make a declaration (other than passing) out of turn, either adversary may demand a new deal, or may allow the declaration so made to stand, when the bidding shall continue as if the declaration had been in order.

52. If a player, in bidding, fail to declare a sufficient number of tricks to over-bid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made, provided either adversary call attention to the insufficient bid; but if either of them pass, double, or make a higher declaration, the offence is condoned. When the insufficient declaration is corrected to the requisite number of tricks in the bid, the partner of the declarer shall be debarred from making any further declaration, unless either of his adversaries make a higher declaration or double. If a player make an impossible declaration, it is equivalent to a bid of all the tricks, in which case neither the offending player nor his partner can make any further declaration.

during that hand, unless either adversary double. The opponents of the offending player, or either of them, may demand a new deal, or may treat their own declaration as a final bid.

53. After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration, whether made by himself or by either adversary, but a player is entitled to inquire, at any time during the play of the hand, what was the final declaration.

DOUBLING AND RE-DOUBLING.

54. The effect of doubling and re-doubling is that the value of each trick over six is doubled or quadrupled, as provided in Law 4; but it does not alter the value

of a declaration—*e.g.*, a declaration of “Two Diamonds” is higher than “One No-Trump” although the “No-Trump” declaration has been doubled.

55. Any declaration can be doubled and re-doubled once, but not more; a player cannot double his partner’s declaration, nor re-double his partner’s double, but he may re-double a declaration of his partner which has been doubled by an adversary

56. The act of doubling, or re-doubling, reopens the bidding. When a declaration has been doubled or re-doubled, any player, including the declarer or his partner, can in his proper turn make a further declaration of higher value.

57. When a player whose declaration has been doubled makes good his declaration by winning at least the declared

number of tricks, he scores a bonus, which consists of fifty points in the honor column, for winning the number of tricks declared, and a further fifty points for each additional trick he may win. If he or his partner have redoubled, the bonus is doubled.

58. If a player double out of turn, either adversary may demand a new deal.

59. When the final declaration has been made, the play shall begin, and the player on the left of the declarer shall lead.

60. A declaration once made cannot be altered, unless it has been doubled or a higher declaration made.

DUMMY.

61. As soon as the eldest hand has led,

the declarer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the declarer.

62. Before placing his cards upon the table, the declarer's partner has all the rights of a player, but after so doing takes no part whatever in the play, except that he has the right:

- a* To ask the declarer whether he have any of a suit which he may have renounced;
- b* To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- c* To correct the claim of either adversary to a penalty to which the latter is not entitled;
- d* To call attention to the fact that a trick has been erroneously taken by either side;
- e* To participate in the discussion of any

disputed question of fact after it has arisen between the declarer and either adversary.

f To correct an erroneous score.

63. Should the declarer's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the declarer is precluded from exacting such penalty.

64. If the declarer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may, without consultation, call upon the declarer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarer's own hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which one to play.

CARDS EXPOSED BEFORE PLAY.

67. If, after the cards have been dealt, and before the trump declaration has been finally determined, any player expose a card from his hand, either adversary may demand a new deal. If the deal be allowed to stand, the exposed card may be picked up, and cannot be called. If any player lead before the final

declaration has been determined, the partner of the offending player may not make any further bid during that hand and the declarer may call a lead from the adversary whose turn it is to lead.

68. If, after the final declaration has been accepted and before a card is led, the partner of the player who has to lead to the first trick expose a card from his hand, the declarer may, instead of calling the card, require the leader not to lead the suit of the exposed card; if so exposed by the leader it is subject to call.

CARDS EXPOSED DURING PLAY.

69. All cards exposed after the original lead by the declarer's adversaries are liable to be called, and such cards

must be left face upward on the table.

70. The following are exposed cards:

- 1st. Two or more cards played at once.
- 2d. Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.
- 3d. Any card so held by a player that his partner sees any portion of its face.
- 4th. Any card mentioned by either adversary as being held by him or his partner.

71. A card dropped on the floor or elsewhere below the table, or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarer's adversaries, the declarer shall have the right

to call any one of such cards to the current trick, and the other card or cards are exposed.

73. If, without waiting for his partner to play, either of the declarer's adversaries play on the table the best card or lead one which is a winning card, as against the declarer and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he

cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 88, and 95) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 96), or if, called upon to win or lose a trick, he fail to do so when he can (Laws 73, 82, and 95), he is liable to the penalty for

revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN.

76. If either of the declarer's adversaries lead out of turn, the declarer may either treat the card so led as an exposed card, or may call a suit as soon as it is the turn of either adversary to lead.

77. If the declarer lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third, play to the false lead, their cards

may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarer's adversaries, may be penalized as provided in Law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR.

82. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one, except dummy, play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play the error be detected, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be exam-

ined and the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE.

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (*i.e.*, the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for each established revoke shall be:

- (a) When the declarer revokes, his adversaries add 150 points to their score in the honor column, in addition to any penalty which he may have incurred for not making good his declaration.
- (b) If either of the adversaries revoke, the declarer may either add 150 points to his score in the honor column, or may take three tricks from his opponents and add them to his own. Such tricks may assist the declarer to make good his declaration, but shall not entitle him to score any bonus in the honor column, in the case of the declaration having been doubled or re-doubled.
- (c) When more than one revoke is made during the play of the hand, the penalty for each revoke after the first shall be 100 points in the honor column.

A revoking side cannot score, except for honors in trumps or chicane.

87. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

88. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed and the declarer may call it whenever he pleases; or he may require the offender to play

his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

89. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

90. A revoke must be claimed before the cards have been cut for the following deal.

91. Should both sides revoke, the only score permitted shall be for honors in trumps or chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

GENERAL RULES.

92. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

93. Once a trick is complete, turned and quitted, it must not be looked at (except under Law 84) until the end of the hand.

94. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

95. If either of the declarer's adversaries, prior to his partner playing, call attention to the trick, either by saying it is his, or, without being requested so to

do, by naming his card or drawing it towards him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

96. Either of the declarer's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play of a hand, he make any unauthorized reference to any incident of the play, or of any bid previously made, the declarer may call a suit from the adversary whose turn it is next to lead.

97. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded, none can be enforced.

98. Where the declarer or his partner

has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS.

99. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards be demanded, two packs must be furnished. If they be produced during a rubber, the adversaries shall have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

100. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS.

101. While a bystander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

ETIQUETTE OF AUCTION BRIDGE

IN Bridge slight intimations convey much information. A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offence. To offend against a rule of etiquette is far more serious than to offend against a law; for, while in the latter case the offender is subject to the prescribed penalties, in the former his adversaries have no redress.

1. Declarations should be made in a simple manner, thus: "One Heart," "One No-trump," or "I pass," or "I

double," and must be made orally and not by gesture.

2. Aside from his legitimate declaration, a player should not give any indication by word or gesture as to the nature of his hand, or as to his pleasure or displeasure at a play, a bid, or a double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. No player, other than the declarer, should lead until the preceding trick is turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A player should not play a card with such emphasis as to draw attention

to it; nor should he detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

7. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or to those at other tables in the room.

8. The dummy should not leave his seat for the purpose of watching his partner's play, neither should he call attention to the score nor to any card or cards that he or the other players hold, nor to any bid previously made.

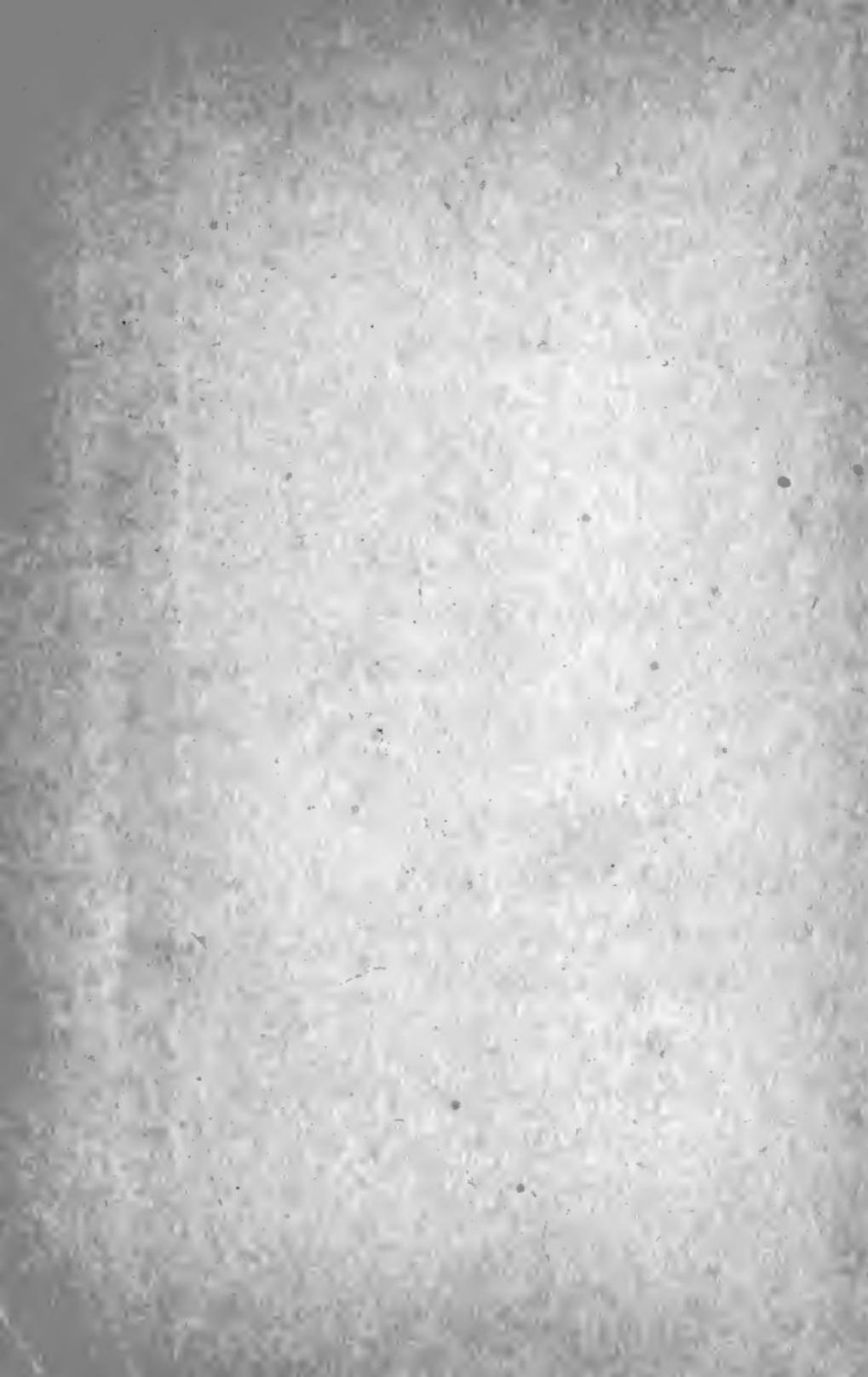
9. If the declarer say "I have the rest," or any words indicating the remain-

ing tricks are his, and one or both of the other players should expose his or their cards, or request the declarer to play out the hand, he should not allow any information so obtained to influence his play, nor take any finesse not announced by him at the time of making such claim, unless it had been previously proven to be a winner.

10. If a player concede in error one or more tricks, the concession should stand.

11. A player having been cut out of one table should not seek admission into another unless willing to cut for the privilege of entry.

12. No player should look at any of his cards until the deal be completed.



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